RULE THE RINK

FEATURES

- **TAKE TOTAL CONTROL**
  Pull off amazing dekes with new Dynamic Deke Control for complete control of the stick and puck.

- **BREAK THE GAME WIDE OPEN**
  Build up the meter and trigger a Game Breaker to beat the defense and go 1-on-1 with the goalie.

- **IMPROVED GOALIE AI**
  Make game-saving grabs on break-aways and rebounds, including cool desperation saves.

- **PLAY YOUR CARDS RIGHT**
  Reach key milestones and earn points for NHL® Cards to unlock boosts, cheats, and other fun features.

- **"ON THE ICE" SOUND**
  Hear the scrape of the stick, the slamming of the boards, and the cheers of the crowd.

- **EA SPORTS™ TRAX**
  Featuring cool new music from Default, Papa Roach, Jimmy Eat World, Gob, Queens of the Stone Age, and many more.

EA SPORTS NHL 2003

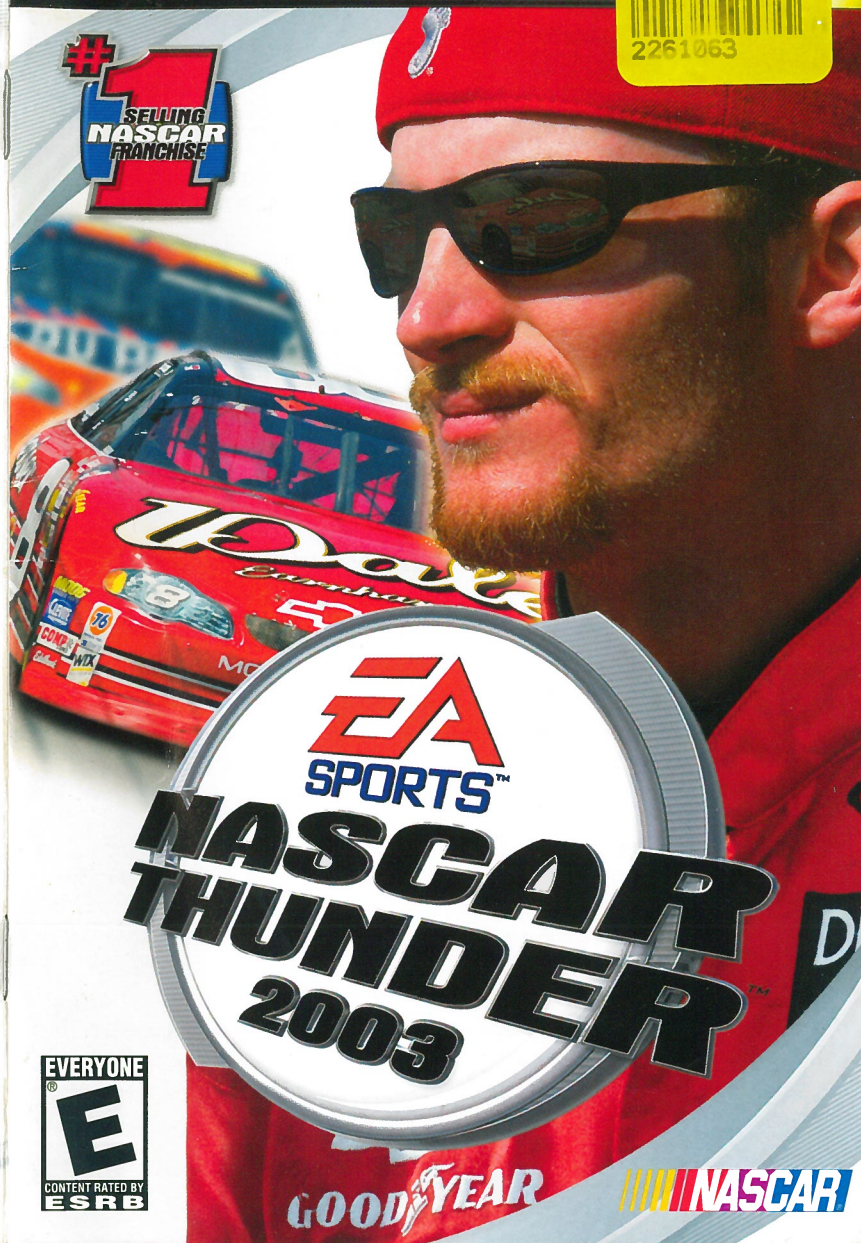THE GAME BREAKER ZONE

THE FASTEST GAME ON EARTH

SPECTACULAR SAVES

UNPARALLELED STICK HANDLING

EVERYONE E — CONTENT RATED BY ESRB

EA SPORTS · NHL · NHLPA

XBOX

PO-NASCAR T/03 XB
2261063

#1 SELLING NASCAR FRANCHISE

EA SPORTS™ NASCAR THUNDER 2003

EVERYONE E — CONTENT RATED BY ESRB

GOODYEAR

NASCAR

ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.
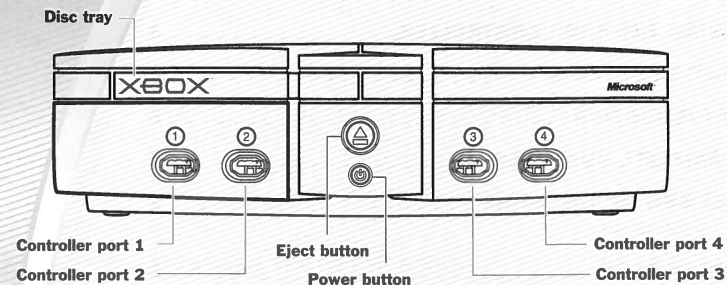
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

CONTENTS

USING THE XBOX
VIDEO GAME SYSTEM

Disc tray

Controller port 1
Controller port 2

Eject button
Power button

Controller port 4
Controller port 3

1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.

2. Press the power button and the status indicator light will light up.

3. Press the eject button and the disc tray will open.

4. Place the *NASCAR Thunder™ 2003* disc on the disc tray with the label facing up and close the disc tray.

5. Follow on-screen instructions and refer to this manual for more information about playing *NASCAR Thunder 2003*.

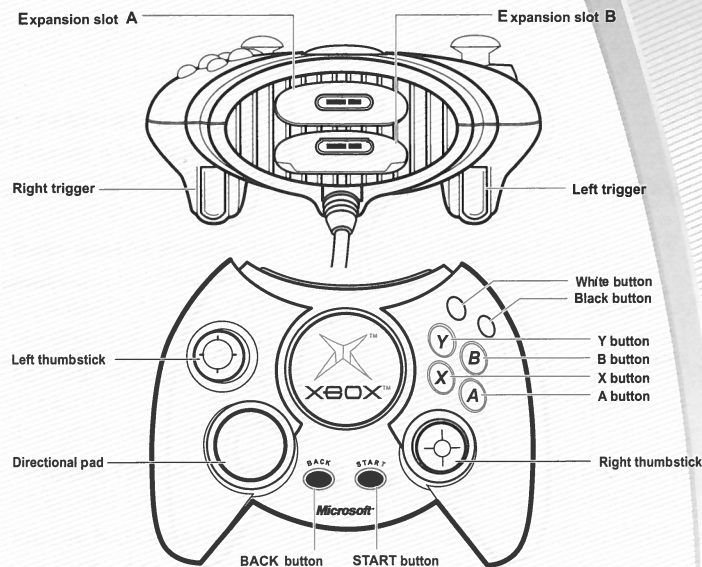## AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX
CONTROLLER

XBOX CONTROLLER CONFIGURATIONS

Expansion slot A

Expansion slot B

Right trigger

Left trigger

Left thumbstick

White button
Black button
Y button
B button
X button
A button

Directional pad

Right thumbstick

BACK button   START button

1. Connect the Xbox Controller into any controller port on the front of the Xbox console. For multiple players, connect additional controllers.

2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.

3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *NASCAR Thunder 2003*.

BASIC CONTROLS

Get down these controls and burn rubber to the track.

GAME CONTROLS

Accelerate

Brake

Reverse

Steer

Change View
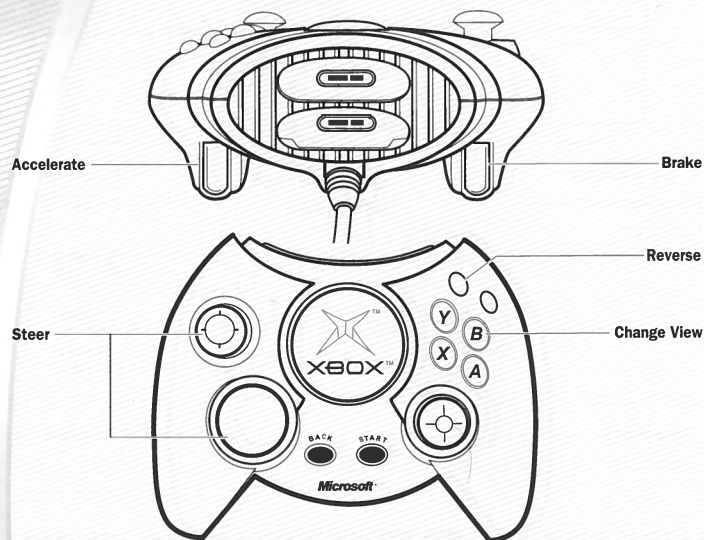
❖ For a more detailed list of commands, ➤ *Complete Controls* on p. 6.

INTRODUCTION

NASCAR THUNDER 2003

Feel the overwhelming intensity and passion of a NASCAR driver on a quest to become Winston Cup Series champion. Get behind the wheel of your favorite car and take on real-life scenarios as you battle 42 of NASCAR's biggest stars. Complete with dramatic pileups, walls of smoke, and constant three-wide racing, no other racing game tests your nerve and your driving skill as much as this. You're in the driver's seat now.

KEY FEATURES

❖ **Become a NASCAR Legend**—Compete for top sponsors, the best crewmembers, and the latest racing technology during a 20-year career on the NASCAR circuit.

❖ **Make NASCAR History**—Take on 30 MRN™ ("Moment of the Race") scenarios from real NASCAR races in Lightning Challenge. Each scenario is explained by the NASCAR driver who lived it and features the actual radio broadcast audio.

❖ **Get Your Thunder License**—Interactive instruction from "The King" himself, Richard Petty, and other top NASCAR drivers teaches you the best driving lines and brake points.

❖ **Complete Control of Your Car**—Entry-level driver assists get you on the track, while progressively challenging control delivers deeper simulation.

❖ **Intense NASCAR Action**—See spectacular crashes where blown tires shred and sparks, dust, and car fragments fly.

❖ **Collect Thunder Plates**—Earn over 100 Thunder Plates to unlock drivers, cars, paint schemes, qualifying cheats, car sponsors, and tracks as you prove your driving skills.

❖ **Quick Cautions and Pit Mistakes**—See TV-style recaps and fast forward through pace laps to get back to the action. Keep on top of your pit crew as their mistakes could cost you the race.

For more info about this and other titles, visit EA SPORTS™ on the web at **www.easports.com**.

COMPLETE CONTROLS

Once you've mastered the Basic Controls, it's time to get these under your belt. You'll need all the controls if you want to clutch that Winston Cup at the end of the season.

MENU SCREEN CONTROLS

Highlight menu items	🕹/🔘 or 🕹/🔘
Cycle choices/Move sliders	←🕹/🔘→ or ←🔘/🔘→
Select/Go to next screen	Ⓐ
Cancel/Return to previous screen	Ⓑ/BACK
Help	Ⓧ

COMPLETE RACING CONTROLS

Steer	←🕹/🔘→ or ←🔘/🔘→
Accelerate	Ⓡ
Brake	Ⓛ
Reverse (when already stopped)	🔘
Change view	Ⓑ
Track map/Damage meter	Ⓨ
Toggle **rear view mirror** ON/**OFF**	🔘
Toggle **HUD** Display	BACK
Shift up/down (manual transmission only)	Ⓧ/Ⓐ
Pause game	START

SETTING UP THE GAME

Take some time to get familiar with *NASCAR Thunder 2003* before you get behind the wheel. You'll stand a better chance against the top NASCAR drivers if you've got some fundamental skills and an understanding of the track before you take your position on race day.

NOTE: Default options are listed in **bold** in this manual.

MAIN MENU

QUICK RACE: Go straight to the track

FEATURES: Create your own car, view your Thunder Plates, and more

INSIDE EA SPORTS™: Take a look into the world of EA SPORTS

RACE MODES: Choose between four different racing modes

SETTINGS: Modify your racing experience

From the Main menu, you can head straight to the track, choose a Race Mode, access various Features, adjust your Settings, and more.

QUICK RACE	Hit the track fast. In Quick Race, you start mid-way up the pack, unless you choose to qualify. (➤ *On the Track* on p. 9).
RACE MODES	Take a Lightning Challenge, earn your Thunder Licenses, race your way through a NASCAR Season, or build a NASCAR Career (➤ *Other Race Modes* on p. 11).
FEATURES	Create-A-Car, view your Thunder Plates, or take a look at your Best Laps (➤ *Features* on p. 21).
SETTINGS	Modify or load Gameplay, AI, Display, Assists, Controller, Audio, and Music settings.
INSIDE EA SPORTS™	Check out other great games from EA SPORTS, view Credits, find your local MRN affiliate, or view videos.

QUICK RACE

Go to the track for one race against a field of the finest NASCAR drivers.

To begin a Quick Race:

1. From the Main menu, choose QUICK RACE. The Quick Race menu appears.

2. Choose the number of players to race (you must have a controller plugged in for each player). The Driver Select screen appears.

3. Press the ●/● to choose a driver.

➲ Press Ⓨ to view Driver Info, including personal information, Starts, Poles, Wins, Top 5's, Top 10's, Average Start, Average Finish, Best Finish, Points, Standings, and Earnings.

4. The Track Select screen appears. Press the ●/● to choose a track. The Race Weekend menu appears.

➲ Press and hold Ⓨ at the Track Select screen to view Track Info.

RACE WEEKEND MENU

Navigate between all your NASCAR weekend events.

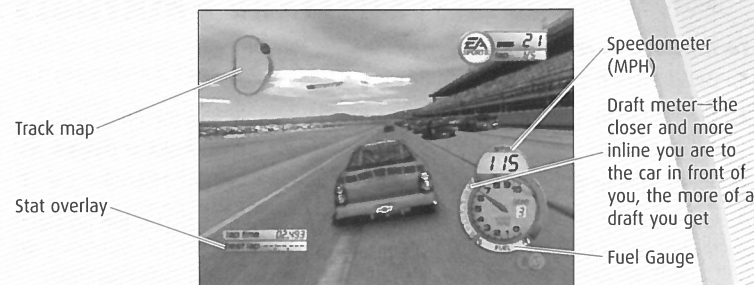|	
CAR SETUP	Tweak your car to handle any track.
PRACTICE	Get the feel of the track and your car setup by taking a few practice laps.
QUALIFY	To start near or at the front of the pack, you must record a fast qualifying time. If you don't qualify before a race, you automatically start in the middle of the pack.
START RACE	Go to the track and start the race.
SETTINGS	Adjust your DISPLAY, ASSISTS, CONTROLLER, AUDIO, and MUSIC settings.
QUIT	Quit the race and return to the Main menu.

ON THE TRACK

There's more to winning a race than knowing when to hit the accelerator. Check out this section to learn to navigate the track.

RACE SCREEN

Track map

Stat overlay

Speedometer (MPH)

Draft meter—the closer and more inline you are to the car in front of you, the more of a draft you get

Fuel Gauge

FLAGS

GREEN	This flag indicates the start of the race. When it drops, it's time to hit the gas. The green flag also appears after a yellow caution flag during the race.
YELLOW	The yellow flag is a signal that an unsafe condition exists on the track. When it appears, race back to the Start/Finish line before slowing to pace speed.

NOTE: After you cross the line, all the cars are computer controlled. Get ready to resume control when the green flag appears.

WHITE	The white flag indicates that the lead driver is on the final lap of the race. This is your last chance to catch the leader. If you're in front, hold the lead because the pack will be making a last-ditch effort to chase you down.
CHECKERED	The checkered flag indicates that the lead driver has crossed the finish line and won the race.

PIT STOPS

There are four situations that warrant a visit to pit road: low fuel, worn tires, poor handling, and damage. Your crew chief notifies you audibly when you need to refuel, change tires, or repair damage.

❖ The pit entry speed limit is 70 mph. If you exceed this speed limit, a five-second penalty is added to your pit stop time.

To make a successful pit stop:

1. Decide which services you want before entering the pits.

2. Enter pit road. The computer takes control of your car and the Pit Options menu appears.

3. Select options before your car comes to a stop.

4. When the pit stop is complete, your car pulls out of its stall. Hit the accelerator as you exit pit road to get back on the track.

PAUSE MENU

To bring up the Pause menu, press START at any time during the race.

RESUME RACE	Return to the track.
RESTART RACE	Restart the race from the green flag.
PIT OPTIONS	Set new defaults for when you next enter pit road.
CAR SETUP	Adjust your car setup.

❖ Car Setup can only be accessed during Practice or Race Weekend.

RACE STATS	View race stats by driver.
SETTINGS	Adjust your settings.
QUIT RACE	Abort the race and return to the Main menu.

POST-RACE

❖ After the race ends, the race highlights play. Then the Post Race screen displays each driver's finishing position and time/laps behind the leader.

⟳ If you've won the race, press START after crossing the line and before the Unofficial Results screen disappears to enter Celebration mode. When celebrating, control the car as you normally would—and then some. Spin donuts, burnouts, fishtails, or whatever revs your engine.

⟳ To exit Celebration mode, press START again.

❖ Take a trip down Victory Lane. If you win a race, your driver gets out of his car and hoists a trophy after a victory celebration. This sequence plays after the highlights, but before the race stats screen.

OTHER RACE MODES

Take on Lightning Challenges and earn Thunder Plates, take some lessons and work on your Thunder License, race for the Cup in a Season, or work your way up the ranks in Career mode.

LIGHTNING CHALLENGE

Lightning Challenge is your chance to prove you belong on the track. If you can complete the challenges, you'll earn Thunder Plates which unlock cars, tracks, and drivers.

To begin a Lightning Challenge:

1. From the Race Modes menu, choose LIGHTNING CHALLENGE and press Ⓐ. The Lightning Challenge MRN Moment of the Race screen appears.

❖ Read the challenge description and then press Ⓐ to watch video of the NASCAR driver featured in this scenario. When the video is done, the challenge automatically loads.

THUNDER LICENSE

Get some experience behind the wheel as you learn every track in the country from "The King," Richard Petty, and other top NASCAR drivers.

To begin a Thunder License race:

1. From the Race Modes menu, choose THUNDER LICENSE. The Thunder License track map appears.

2. Press ✦ to choose a track and press Ⓐ. The track information/driver coach select screen appears.

3. Press ◄⊗/⊗► to choose a coach and then press Ⓐ to advance to the pre-race info screen.

4. Press START to go to the track.

5. Watch your speedometer and listen to your coach for instructions on when to brake.

❖ The challenges range in difficulty, with different levels of assists for each level. At Rookie level all assists (Auto Brake, Stability Control, and Informative Best Line) are ON. At Veteran, only Stability Control is ON. At Legend, all assists are OFF.

POST-RACE

After you've run your laps, view the License Replay to review your performance. After the Replay, the Thunder License Results screen appears.

These are the numbers to shoot for

These are your actual lap times, from best to worst.

Restart this track

Exit back to the track map

SEASON

You don't have to win every race to finish the season on top. Compete consistently through a series of races in quest of a NASCAR championship and you might end up with enough points to clutch the cup.

To start a new Season:

1. From the race Modes menu, choose SEASON. The Season menu appears.

2. Choose NEW and press **Ⓐ**. The Season Settings menu appears.

⊃ To load a previously saved season, select LOAD at the Season menu.

SEASON SETTINGS MENU

PLAYERS Choose 1-4 players to compete in your Season.

⊃ For 2 or more players, a controller must be inserted for each additional player.

SCHEDULE Choose a **12**-, 24-, 36-race season or build a CUSTOM season.

AI DIFFICULTY Choose a level of competition from **ROOKIE**, VETERAN, or LEGEND. The difficulty increases with each level.

RACE LENGTH Set the length of the race to 3, 5, 10, 25, 50, or 100% of the actual length of the race.

UNLIMITED FUEL/TIRES When set to **ON**, tires don't wear and you never need to refuel.

DAMAGE When ON, your car can sustain damage that may affect your performance.

LIMITED damage allows you to repair the damage you receive on the track by pulling **L**. Your car must sustain extensive damage before it can be repaired.

YELLOW FLAGS When **ON**, yellow flags can appear in the race prompting you to exercise caution due to a hazard on the track. Cars are AI-controlled during yellow flags after they cross the line.

MULTIPLAYER SPEED COMP When **ON**, trailing player cars receive a Speed boost to make the race more competitive.

MULTIPLAYER AI CARS When racing in a multiplayer race, you can choose to have additional AI cars (**ON**) or just race against the other players (OFF).

NASCAR POINTS SYSTEM

Rack up some points and you don't have to take the checkered flag every race to end up the season champ. The chart below indicates the points awarded for the top 24 spots for a single race.

POSITION	POINTS	POSITION	POINTS	POSITION	POINTS
1	175	9	138	17	112
2	170	10	134	18	109
3	165	11	130	19	106
4	160	12	127	20	103
5	155	13	124	21	100
6	150	14	121	22	97
7	146	15	118	23	94
8	142	16	115	24	91

❖ Drivers who finish below 24th place receive three points less for each position (for example, 25th place receives 88 points; 26th place receives 85 points; 27th place receives 82 points, etc.).

BONUS POINTS

In addition to earning points based on finishing position, you can earn bonus points for leading a lap at any point during the race.

❖ Each driver who leads the race for at least one lap receives five bonus points.

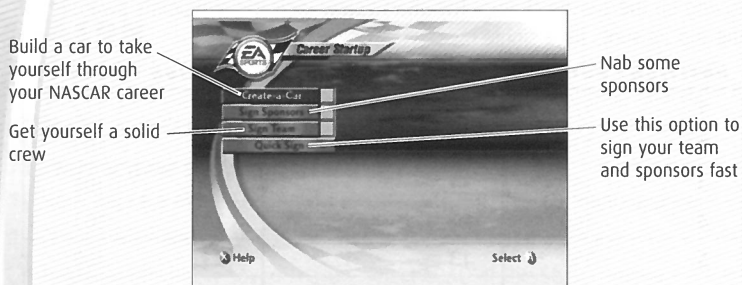❖ The driver who leads for the most laps in a race receives an additional five bonus points.

CAREER

Work your way through the ranks of NASCAR as you compete for 20 consecutive seasons. Vie for the best crew, try to sign the top sponsors, and incorporate the latest racing technology.

To begin a new Career:

1. From the Race Modes menu, choose CAREER. The Career menu appears.

2. Select NEW and press **Ⓐ**. The Career Settings screen appears.

➲ To load a previously saved career, choose LOAD at the Career menu.

3. Adjust your Career settings and then highlight CONTINUE and press **Ⓐ**. The Career Startup menu appears.

CAREER STARTUP SCREEN

Build a car to take yourself through your NASCAR career

Get yourself a solid crew

Nab some sponsors

Use this option to sign your team and sponsors fast

To create a car and driver:

1. From the Career Startup menu choose CREATE-A-CAR and press **Ⓐ**. The Create-A-Car menu appears.

2. Press **Ⓐ** to select NEW. The Driver/Car/Colors pop-up appears. Choose DRIVER. The Driver menu appears.

3. Enter in your driver information and then highlight CONTINUE and press **Ⓐ**. The Car menu appears.

4. Select a car and then highlight CONTINUE and press **Ⓐ** to advance to the Colors menu.

5. Select the colors for your car and then highlight CONTINUE and press **Ⓐ**. The Career Startup menu re-appears.

➲ When highlighting a color from the color picker, press **Ⓨ** to fine tune the color.

➲ When creating your car, press **Ⓨ** at anytime and enter preview mode. Press ☼ to view your car from all angles.

To sign sponsors:

1. From the Career Setup menu choose SIGN SPONSORS and press **Ⓐ**. The Sponsorship menu appears.

➲ To Quick Sign your sponsors and team, select the QUICK SIGN option. Your sponsors and team members are generated automatically.

2. Select your Primary, Secondary, Associate, Team, and Driver sponsors.

3. When you've finished signing all of your sponsors and have looked over their expectations/requirements, press **Ⓑ** to return to the Career Startup menu.

❖ You get more money and more prestige from certain sponsors, but they will in turn expect more from you. The better your race finish, the more prestige your sponsors gain. But the more prestigious your sponsor is, the more they'll expect from you.

❖ Your sponsors give out bonuses if their prestige goes up or if their happiness level is high. Sponsor happiness levels increase when you meet or exceed their expectations.

❖ If you fail to meet a sponsor's expectations, you will not receive any money from them for that race.

❖ Make sure that you choose the right sponsor for your skill level.

To sign your team:

1. From the Career Setup menu choose SIGN TEAM and press **Ⓐ**. The Team Openings menu appears.

2. Review the openings you need to fill on your team. Press **Ⓐ** to sign a candidate to the open position shown.

❖ You have a predetermined amount of money with which to sign your whole team (11 positions). Be sure to save some money for R&D and repairs. Candidates with higher skill, speed, and potential ratings will cost you more money to sign.

3. Press ⊹/☼ to select a position to fill. A position specific screen appears.

➲ Press ⊹/☼ to view the candidates available. Press **Ⓐ** when you have one highlighted who you would like to sign.

❖ Team members are signed for one season.

❖ As your race team improves, better candidates become available.

4. Repeat steps 3 and 4 until you have signed all of your open positions.

❖ Your crew is happier when you race better. The higher a crewmember is rated, the better he expects your performance to be. If your bank ever dips into the negative, you can expect your crew to leave the team.

❖ Your crew performs better when they're happier. A crewmember must have a happiness rating of at least 75 to perform up to his advertised skill level.

❖ If a crewmember's happiness rating drops below 50, he might quit.

Go to the Race Weekend menu

View the race schedule, look at the standings, view driver stats, or see who has won which awards

Adjust your Settings
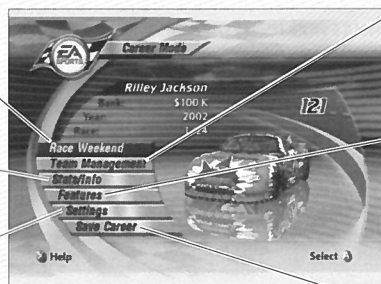
Manage your sponsor-ships, manage your team, go to your garage, or oversee your R&D projects

Change your paint scheme or driver info, view the Thunder Plates you've earned (and toggle them ON), or take a look at your Best Laps

Save your career to the Xbox hard disk

RACE WEEKEND

You can choose to Race or Simulate the next race.

❖ If you choose to race, you have the options to adjust the setup of your car, practice, and qualify. Take the time to qualify or you'll start the race at the back of the pack.

❖ After the race, the Post Race screen appears. See how you did and review your finances.

TEAM MANAGEMENT

What happens off the track affects what happens on the track. Manage your sponsors, your team, your garage, and R&D to take control of your career.

NOTE: Most of the actions you can perform in Team Management are self explanatory. Some of the more involved actions are listed below.

SPONSORSHIP

Sponsors provide you with the funds to pay your crew, perform R&D, and they write your paycheck too.

To sign new Sponsors:

1. From the Team Management menu select SPONSORSHIP. The Sponsorship menu appears.

2. Select a sponsorship position to sign and press Ⓐ.

3. Highlight the desired sponsor and press Ⓐ.

NOTE: If you choose a Package sponsor, you cannot change any of the individual sponsors.

EA SPORTS TIP: Pay attention to your sponsors' expectations. Sponsors have different expectations and if you don't fulfill them, they could pull their sponsorship and you won't get paid.

TEAM

Review your team members, their contracts, and how happy they are. If certain team members are under-performing you have the power to fire them at will.

❖ Consider replacing your pit crew midseason to take advantage of new, higher paying sponsor contracts.

❖ To get the most out of your latest R&D, make sure to hire the best Builders you can afford.

NOTE: You cannot fire a team member who is currently working on an assignment.

To hire Pit Crew and Builders:

1. From the Team Management menu choose TEAM. The Team menu appears.

2. Select OPENINGS and press Ⓐ. Open positions and the status of their contracts appear.

3. Highlight a position and press Ⓐ. A list of available team member candidates for that position appears.

4. Select a team member for the position and press Ⓐ.

5. Select YES and press Ⓐ to sign the team member.

GARAGE

Go inside and check the status of your Engine, Chassis, and Cars. Then decide if you want to repair, overhaul, or sell the individual components. You can also view your inventory and the status of each.

ENGINE/CHASSIS

When building an engine or chassis, the more money you put towards the work, the less time it takes to complete it.

To repair or overhaul an engine or chassis:

1. Highlight REPAIR or OVERHAUL and press Ⓐ.

2. Choose the engine or chassis that you want to repair or overhaul and press Ⓐ. The Overhaul or Repair screen appears (based on the work chosen).

Overhaul/Repair screen:

The Overhaul/Repair screen displays the condition, location, part number, value, and the length of time it will take to repair or overhaul the chassis or engine. In addition to this information, the ratings for the selected chassis or engine are also displayed.

❖ The ratings show both the current stats of the engine or chassis and what the projected stats will be once the work is completed.

3. Press ◄🕹/🕹► to adjust the amount of money you want to spend on the selected engine or chassis.

4. Highlight REPAIR or OVERHAUL and press Ⓐ.

❖ If your engine or chassis needs repairs, you won't get optimal performance out of it.

❖ Spending more money on the job decreases the amount of time it takes to finish.

❖ Overhauling an engine increases its power, efficiency, and durability ratings.

❖ Overhauling a chassis increases its tire grip, tire wear, downforce, drafting, and durability ratings.

To sell an engine or chassis:

1. Highlight SELL and press Ⓐ. The Sell screen appears.

2. Select the engine or chassis that you want to sell and press Ⓐ.

3. Press Ⓐ to sell the engine or chassis.

To view your inventory:

❖ Take a closer look at an engine or chassis to determine its worth.

1. Highlight INVENTORY and press Ⓐ. The Inventory screen appears.

2. Choose an engine or chassis to view and press Ⓐ.

To view a project's status:

❖ Keep a close eye on the progress of your crew's assignments to make sure everything is on schedule.

⤳ Highlight STATUS and press Ⓐ.

CARS

To build a car:

1. Highlight the Build option and press Ⓐ.

2. Highlight Select Engine and press Ⓐ.

3. Choose the engine that you will use in your new car and press Ⓐ.

4. Follow the same steps for the chassis.

5. Once both are assigned press Ⓑ and you will be prompted to accept changes. Highlight Yes and press Ⓐ to save the car that you have just built.

To modify an existing car:

1. Highlight the Modify option and press Ⓐ.

2. Choose the car that you wish to modify and press Ⓐ.

3. Follow the Build steps to modify your car.

R&D

Develop the new parts and technology that will help take you over the finish line.

DEVELOPED

Review technologies that you have already developed.

RESEARCH

Researching and developing new racing technologies helps keep you ahead of the pack.

To begin researching a new area:

1. Highlight RESEARCH and press Ⓐ. The R&D Select menu appears.

2. Choose an area to research and press Ⓐ. The New R&D screen appears.

3. Press ◄🕹/🕹► to adjust the money that you want to spend on the research.

4. Highlight RESEARCH and press Ⓐ.

❖ The more money you spend on research, the less time it takes to complete.

SAVING A CAREER

To save a career in progress:

1. From the Career Mode menu, choose SAVE CAREER.

2. Select from either the hard disk or an expansion slot to save your career to and press Ⓐ. The Save screen appears.

3. Select NEW to save to a new file. The text entry screen appears.

4. Enter a name for the file and then highlight OK and press Ⓐ.

5. Press Ⓐ to acknowledge the confirmation that your file was saved correctly, and you'll be returned to the Career Mode menu.

POST SEASON

After the season is over, see how your bank is holding up. Now is also the time to re-sign your team and sponsors.

❖ You can race for up to 20 seasons.

CAREER TIPS

KEEP UP-TO-DATE

❖ Make sure to check the Team Management menu after each race. The News box informs you of important events and changes in your race team.

IMPROVE YOUR RACE CAR

❖ Utilize the R&D option on the Team Management menu to research new technology. And after the research is complete, you can have your builders use it to create new equipment.

❖ To install the equipment into your car, select CARS from the Garage menu and have them drop it in.

❖ Builders with higher stats can construct equipment more quickly and with better ratings.

MAINTAIN YOUR EQUIPMENT

❖ Your car's Condition deteriorates after a race depending upon how much damage and other abuse it sustained.

❖ The lower your car's Condition, the lower its ratings. The minimum value is 50.

❖ At the Garage menu, use your builders to repair damaged equipment or overhaul and incorporate it with some of your new R&D.

❖ You can sell obsolete engines and chassis for cash, but be make sure to keep enough backup equipment around to use for repairs.

FEATURES

You can create your own car and driver, view and/or activate your Thunder Plates, and see what your best lap times are for Quick Race, Season, and Career modes.

CREATE-A-CAR

Design the perfect NASCAR ride and your very own driver.

To create-a-car:

1. From the Features menu, choose CREATE-A-CAR. The Create-A-Car menu appears.

2. Highlight NEW and then press Ⓐ.

3. Continue as you would when creating a car in Career mode (➤ p. 14). The only difference is that you have more sponsor choices available than when you first begin a career.

To use a previously created car/driver:

Once you have created a car, you can use it in Quick Race, Season, and Career modes.

➲ In Quick Race or Season, press 🔄/💠 until you find your created driver's name and then press Ⓐ.

➲ In Career mode, select MODIFY from the Create-A-Car menu. Press ◄🔄/🔄► until your created car appears, then press Ⓐ.

THUNDER PLATES

See which plates you've earned, or turn their effects **ON** and OFF.

To activate a Thunder Plate:

1. From the Features menu, choose THUNDER PLATES. The Thunder Plates screen appears.

2. Pull **Ⓛ/Ⓡ** to turn the page and view more Thunder Plates.

3. Press ✳ to highlight the plate you want to turn ON and press Ⓨ.

➲ Use this to control the legend drivers that appear in races and to deactivate plates for unassisted qualifying in Quick Race and Season.

BEST LAPS

To view your best laps:

➲ From the Features menu, choose BEST LAPS. The Best Laps screen appears.

➲ Press ←⊛/⊛→ to cycle between Quick Race, Season, and Career laps.

➲ To delete a record, highlight the lap time you want deleted and press Ⓐ or **START**.

➲ To delete all best lap records, press Ⓨ.

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"Magic Carpet Ride"
Performed by Steppenwolf
Written by John Kay and Rushton Moreve
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From "20th Century Masters: The Best Of Steppenwolf The Millennium Collection"

"Get Away"
Performed by (hed) p.e.
Written by Jahred, M. Young
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"Circles"
Performed by nonpoint
Written by nonpoint
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Recording courtesy of MCA Records Under License from Universal Music Enterprises
From "Development"

"Get Outta My Dreams, Get Into My Car"
Performed by Fenix TX
Written by Leslie Sebastian and R. J. Lange
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